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KONAMI®

NES-T2-USA

INSTRUCTION BOOKLET

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A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsion.

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CONGRATULATIONS, BUSTER!

You've finally reached your dream land. And just like you imagined, it's packed with lots of fun and adventure. Of course, before entering this mysterious theme park, you should read over the following instructions, just to make sure you know what you're getting yourself into.

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YOU'LL FIND THIS NOTE VERY AMUSING

Dear Buster Bunny,

On the occasion of the grand opening of our new amusement park, I invite you and all of your friends to a FREE day of rides. Yes, you read right... a penny-free day of fun and games.

And guess what. There's no catch.

Our new park features such exciting rides as the Bumper Cars, Wild West Train, Log Ride, Roller Coaster and the Fun House Maze. And wait until you see the really nice prize! (after Shirt is free kids)

So come one, come all to the amusement park of of Acme Acres has been dreaming of! Trust me, you'll have a have raising good time.

Sincerely,

Mr. T.J. Funn (a secret admirer)

ONCE INSIDE THE PARK, HERE'S WHAT YOU DO

Now that you've been enticed by Mr. Funn's (AKA Montana Max) letter and have entered his strange new amusement park, there's no going back. Indeed, none of the gullible gang can return to Acme Acres before overcoming the five rides that make up WACKYLAND, the biggest trap Montana Max has ever set for Buster and his buddies.

To begin, insert the Game Pak into your NES. Turn the power on, and watch the storyline zip across your screen. Next, press the START BUTTON to go to the Park Entrance screen. Here you can decide which ride you want to ride. Your choices include the Log Ride, Train, Bumper Cars and Roller Coaster. There's also the Fun House Maze, but you can't enter it until you survive the other four rides. Your final option is the Ticket Booth. To choose your destination, use the CONTROL PAD to move Buster from one area of the park to the next. Once you make your selection, press the START BUTTON.

At each location, a character will tell you what you must do to survive the ride/trap. Press the A BUTTON to advance the character's dialogue, then press the START BUTTON to begin your adventure.

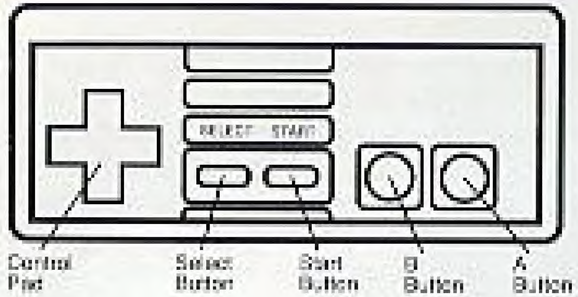
PARK RULES

Each ride requires a certain number of tickets. Like every great American theme park, the coolest rides require the most tickets. At the beginning of the game you'll be given some tickets. The only way to get more tickets is to visit Shirley the Loon at the Ticket Booth. But, unlike the amusing note said, the tickets aren't free! Each ticket costs a certain number of points, which you must collect on other rides. By using your tickets, you can play a stage that you've already played any number of times.

The playing methods and characters are different on each ride. You can choose any ride at any time, depending on the number of tickets you have, except for the Fun House Maze. To get in there, you need FOUR GOLD TICKETS. You'll receive a gold ticket each time you clear one of the four main rides. Once you have finally earned your four gold tickets and entered the Fun House Maze, you can return again and again until you finally clear the stage by defeating Montana Max.

When your life line reaches zero, you fall into an amusement park abyss, or you simply run out of time and the ride you're on will end. You can choose to continue the stage, or you can end the game and go back to the title screen.

CONTROLLING YOUR FATE



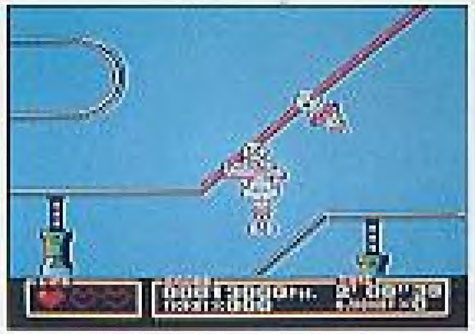
START BUTTON	Press to begin your adventure. During the game, press to pause and then again to restart the action.
SELECT BUTTON	Not used during the game.
A BUTTON	Press to advance character dialogue at the entrance of each ride. For further information, see individual ride instructions.
B BUTTON	See individual ride instructions for B BUTTON information.

THE TICKET BOOTH

This is where that infamous hard-nosed ticket taker, Shirley the Loon, works. She doesn't like it here and tells all her friends it's just a temporary position until Montana Max promotes her to head cotton candy maker. In the meantime, though, everything's not so ducky in her life. And she's going to take out her job misery on you by forcing you to cough up points for ride tickets.

THE REALLY RADICAL ROLLER COASTER

It took a twisted mind to devise this terrifying ride. And of course we all know who that twisted mind is, don't we Mr. Montana Max!? Anyway, this ride has a ton of knockout graphics. And if Babs gets hit by an enemy or falls into a trap she'll lose part of her life line. Unfortunately, Babs cannot attack. She can only evade the perils. You must guide Babs through the ride, dodging enemy pitfalls, until you reach the finish line.



PLAYER: BABS BUNNY

CONTROLS

Press the CONTROL PAD left or right during a jump to avoid stuff. Press the CONTROL PAD down to crouch.

Press the A BUTTON to jump.

Press the B BUTTON to rotate above and below the rails of the roller coaster.

HINT: Grab surprise "Items" to gain bonus points.

THE B-B-B-B-B-B-B-B-B-BUMPER CARS

If you like bumps and bruises, this is the ride for you. To defeat the enemies that'll come at you from all angles, you must bash them into the "Black Hole". You must accomplish this feat three times, since this ride contains three very bumpy rounds. Each time Plucky Duck falls into the Black Hole, he loses part of his life line.

PLAYER: PLUCKY DUCK

CONTROLS

Press the CONTROL PAD to maneuver your bumper car.

Hold down the A BUTTON until the Power Gauge rises, then release it to dash.

Press the B BUTTON to put on the brakes.

HINT: When you hit a bumper a certain number of times, an item appears. Capture the item, and the enemy won't be able to bump you very far, and instead you'll be able to knock the coney dogs out of him! Remember, though, this power will only last for a limited time.

THE WILD N' WEIRD WESTERN TRAIN

Choo-Choooooo! Watch out, Hamton, because this train is run by some pretty tough hombres. And to keep from getting bushwacked, you're going to have to run all the way from the caboose to the train's engine, while avoiding obstacles and enemies. Your goal is to reach the engineer, Arnold the Pit Bull. Only after you defeat this punchy pooch, will the train let you off at your stop: Saferyville, USA.

PLAYER: HAMTON

CONTROLS

Press the CONTROL PAD left or right to advance or retreat.

Press the CONTROL PAD down to duck.
[I bet you didn't know pigs could duck, did you?]

Press the A BUTTON to jump.

Press the B BUTTON to attack.

THE HIGH SPEED LOG RIDE

The current is swift, so you'll have to be swifter just to keep your head above water. As you cruise (like a missile) down this out of control ride, you must avoid enemy attacks. Again, this is a ride where Furrball can't attack, just evade. When you reach the finish line give yourself a pat on the back, because you've really made a splash in the world of excellent game players.

PLAYER: FURRBALL

CONTROLS

Press the CONTROL PAD left or right while on the log or during a jump.

Press the CONTROL PAD down to crouch.

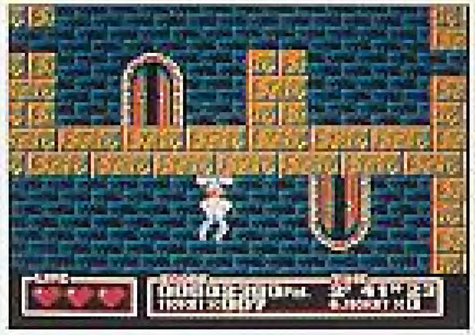
Press the A BUTTON to jump.

Press the B BUTTON and the CONTROL PAD left or right to regain your balance.

HINT: Risk getting your feet wet to capture special items that will give you instant bonus points.

THE FUN HOUSE MAZE

This is your ultimate theme park destination. But to get into this fun nightmare, you must first overcome the other four Wackyland rides. Only then will you have the four GOLD TICKETS necessary for admission. Once inside, you must search through a maze that is as confusing as one of those crazy algebra word problems, until you locate and defeat Montana Max. This will be anything but easy, since the Fun House is divided into many pathways linked by mysterious doors.



PLAYER: BUSTER BUNNY

CONTROLS

Press the CONTROL PAD left or right to explore.

Press the CONTROL PAD down to lie on your belly.

Press the A BUTTON to jump.

Press the B BUTTON to somersault kick.

Press the B BUTTON and CONTROL PAD left or right simultaneously to speed up. While speeding up, press the CONTROL PAD down to slide.

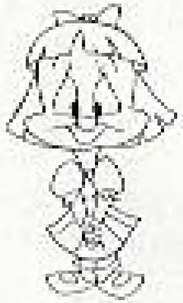
HINT: When you reach a doorway, stand in front of it and press the CONTROL PAD up to open it.

THE CHARACTERS BEHIND THIS WACKY THEME PARK

MONTANA MAX

RODERICK RAT

ARNOLD THE PIT BULL



ELMYRA

SHIRLEY THE LOON

BATSY

TREAT YOUR KONAMI GAME PAK CAREFULLY

- This KONAMI Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.